Arcadia

by Wayne Bryan

RULES OF PLAY

3 or 4 PLAYERS **AGES 8+** **30 MINUTES**

THE LEGEND OF ORCADIA

Many millenia ago, four tribes vie for power on the rugged islands of Orcadia. Using the magic of stone and sacrifice they each wrestle control over Jock'o'Noth an ancient creature born of the earth, taller than pine and tough like mammoth. The gods have decreed that the first tribe to complete henges in all regions of Orcadia will win their favour and protection for their people forever from the wrath of Jock'o'Noth.

COMPONENTS

72 x Liths (18 of each colour)
36 x Cardboard hexes
36 x Cards
4 x Base board segments
1 x Jock o'Noth piece

SETTING UP

1. Fit the base board segments together.
2. Take the hexes at random and lay them face up to fill the base board.
3. Place Jock o'Noth on the volcano hex.
4. Each player picks a lith colour and takes that pool of liths.
5. Evenly deal out the whole deck face-down between the players.

OBJECTIVE OF THE GAME

Build trilithons by placing your liths onto the land hexes. When you have placed three of your liths on the same hex they become a trilithon.

Move Jock o'Noth to demolish your opponents liths and trilithons.

The orange lava flows divide the board into four regions. To win the game you must simultaneously occupy all four regions by having at least one trilithon in each of them.

SEQUENCE OF PLAY

ALL PLAYERS LAY A CARD

- Along with the other players, choose one card from your hand to play and place it face down on the table. Communication with other players about your intentions is not allowed.
- Once you have all chosen a card you all turn them over.
- Compare your card with the other played cards to see if you will be either placing a lith or moving Jock'o'Noth this round.

PLACING A LITH

- If you have played a land card (mountains, forest, tundra or bog) that no one else has played then you may place a lith onto the board.
- You can only place your lith on a land hex matching the card you have played.
- You cannot place liths on hexes that other player's liths are on, on sea hexes, on the volcano hex nor the hex that Jock o'Noth is currently occupying.
- Liths are placed before Jock'o'Noth is moved.
- The very first time in the game that you can place a lith, you get to place an entire trilithon instead.

MOVING JOCK'o'NOTH

- If you and at least one other player have played the same land type card then you do not get to place a lith this round, but you may be able to move Jock'o'Noth.
- Jock'o'Noth may be moved only one adjacent hex per round, under the following conditions.
- When there are matching land type cards played, that land type hex is available for Jock'o'Noth to move onto.
- Amongst the players who played matching land type cards, the player with the most trilithons gets to decide which available hex to move Jock'o'Noth onto, or to leave him where he is.
- When no single player has the most number of trilithons those players all need to agree unanimously which available hex to move Jock'o'Noth onto. If they cannot agree then Jock'o'Noth remains where he is.

DEMOLISHING LITHS

- When Jock o'Noth lands on a hex containing liths (your opponent's or your own) they are demolished. Demolished liths are added back into their pool.

SEA CARDS

- When you play a sea card you automatically join any other players who have laid matching land type cards in deciding where to move Jock'o'Noth and any adjacent sea hexes become available for Jock'o'Noth to move onto.

END OF THE ROUND

- At the end of the round all the cards that were played are added to a discard pile.
- When you have played your whole hand, the discard pile must be shuffled and evenly dealt face-down between the players again.
- Every time the discard pile is shuffled return Jock'o'Noth to the volcano hex.

END OF THE GAME

- The orange lava flows divide the board into four regions. To win the game you must simultaneously occupy all four regions by having at least one trilithon in each of them. The game is over as soon as this has occurred.
- If more than one player meets the win condition on the same round they all win.